**CS 454 – 01 – KANG - Special Topics: MULTIPLAYER GAME - Prerequisite: CS 312 & CS320 – Undergraduates Only – Graduates will take CS 594 – 01**

Building a working MMORPG game, from design through development to launching in industrial format. The class is divided into teams of Game Concept Design, Artwork Support, Game Client Development, Game Server Development, Game Network Protocol Development, DataBase Development, Game Contents Development, and Launching Preparation team. Each student is assigned to one or two teams and will develop special skills in particular parts of the MMORPG game development. The course will introduce basics of technologies to develop multiplayer game. Topics include real-time 3D graphics programming (Foundation of 3D graphics and Game engine programming), network programming for multiplayer architecture (Game client & Game Server, Protocol Design), and other related issues of game development and publishing of the game.

**CS 454 – 02 – ABBOTT – Special Topics – Comp Sci Seminar - Prerequisites: CS 312.**

An introduction to competitive programming. This course prepares students for the ACM programming competition held in early November. We will examine and review strategies and techniques that may be useful when solving problems in such competitions. The course will be based on a similar course that has been offered at Stanford for a number of years.

**CS 594 – 01 –KANG – Special Topics – MASSIVE MULTIPLAYER ONLINE GAME- G1 Standing**.

Building a working MMORPG game, from design through development to launching in industrial format. The class is divided into teams of Game Concept Design, Artwork Support, Game Client Development, Game Server Development, Game Network Protocol Development, DataBase Development, Game Contents Development, and Launching Preparation team. Each student is assigned to one or two teams and will develop special skills in particular parts of the MMORPG game development. The course will introduce basics of technologies to develop multiplayer game. Topics include real-time 3D graphics programming (Foundation of 3D graphics and Game engine programming), network programming for multiplayer architecture (Game client & Game Server, Protocol Design), and other related issues of game development and publishing of the game.